

“Flashlight of the Evil”

Product User Manual

Product Name: Flashlight of the Evil

Developed by Guangzhou Sealy Electronic Technology Co. Ltd

About this user manual

This user manual is intended to get users familiar with our “Flashlight of the Evil” product. It contains details about the proper use and precautions. It also provides solutions to problems you may encounter while using our game. Users can find more information about this product through other means by contacting our Company. Your valuable opinions and advice are greatly appreciated.

Description about the identification used in this manual and on the product

The logos are included both on this manual and on the product to facilitate the user’s operation of our product.

LOGO of the “Flashlight of the Evil”





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1. Technical Specifications

Operating Voltage: 220VAC

Rated Power: 500W (Single Unit)

Dimensions: 2980mm(L) X 2040mm(W) X 2703mm(H)

Weight: 550 KG

Precautions

Do not hit with hard items or scratch the screen!

While the unit is still powered on, do not touch the fan system to prevent injury by the fans!

The product needs care and maintenance; malfunctions should be handled by professionals!

Make sure the screen surface is being cleaned regularly!

Do use the guns to hit other surfaces and do not pull the wires!

2. Product Characteristics

Figure 2.0

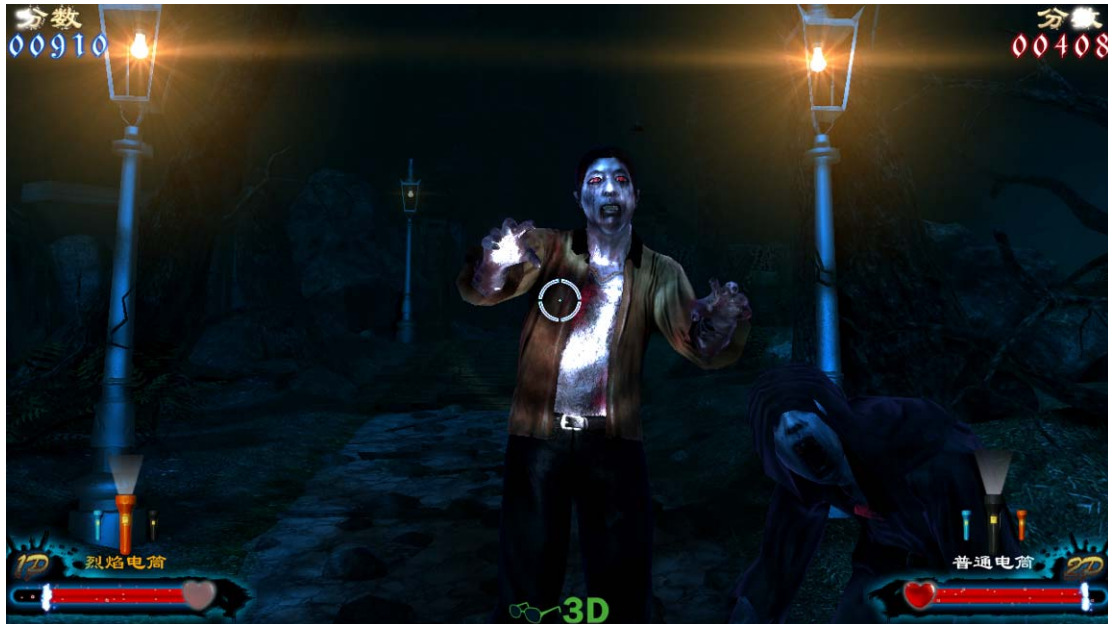


Figure 2.1



- * Single or Double players
- * Scary but humorous at the same time, with high definition 3D graphics
- * Adventure mode, oversized boss designed to bring an oppressive feeling
- * Original sound and music effect
- * Huge screen display, supporting 2 players
- * 4 main stages, 2 big boss, choice is yours
- * Difficulty level can be adjusted to satisfy different players
- * Simple gun and foot pedal control, easy to adapt, various weapons and accessories, many gameplays
- * Perfect combination of horror and monster fighting thrills

3. Game Introduction

This section describes the gameplay and information related to the game. Please read carefully if this is the first using this product.

Weapon description:

The player’s weapon includes a gun and a foot pedal. The gun has a trigger as the shooting control, when holding the gun maintain about 1.3 meters away from the screen. Sample picture of the gun below.



Figure 3.1 Sample of the gun

Besides when hinted by the game, for change of weapon or QTE and other operations, you will need to achieve by pressing the foot pedal. A sample of the foot pedal is illustrated in the picture 3.2 below. The foot pedal is located on each side left and right of the seat.

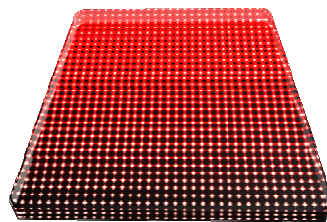


Figure 3.2 Sample of the foot pedal

The game display setting between 3D and regular non-3D can be switched with the 2D/3D key in the middle of the machine. The switch looks like the picture 3.3 below.



Figure 3.3 2D/3D Switch

Gameplay description:

The player inserts the coin into the coin acceptor, the game will start when the player uses the gun. The player can select between stage clearing mode and free mode. When the stage clearing mode is selected, only two stages are available while the other two would automatically become available once the first two stages are cleared. When the free mode is selected, the player would continuously attack enemies without time limit. After the game starts, the player lifts up the gun and points at the screen where a crosshair would appear. Pulling the trigger would attack the enemy, if the player holds the trigger it would activate the lightning blade feature which can be used to slash the enemies. Hitting the foot pedal will change the property of the gun. Hitting the pedal and pulling the trigger at the same time can skip the CG narrative scene. Players can earn extra points by hitting the circled weak points and lit up accessories. When the game is over, the score is calculated and displayed on the score board.

Game modes: Stage mode and Free mode

Stage mode: different stages will have different game stories

Free mode: eliminate as many enemies as possible in unlimited time.

Additional game details:

Regular gun: high speed and short cool down, inflicting continuous damage to enemies.

Fire gun: high power but long cool down, inflicting high damage to enemies.

Freeze gun: more powerful than regular gun and short cool down, attacking enemies multiple times.

Lightning blade: turning into a lightning rod, hold the trigger and wave at the enemies to slash them.

Pedal feature: whenever it is pressed the gun property changes, can also be used to dodge the enemies' attack.

Pointing away to recharge/reload: when you point the gun away from the screen, the gun power gets recharged instantly.

4. Hardware User Guide (Game Computer Set Portion)

4.1 Flashlight of the Evil Appearance



Figure 4.1 Flashlight of the Evil Frame

4.2 Expansion Board

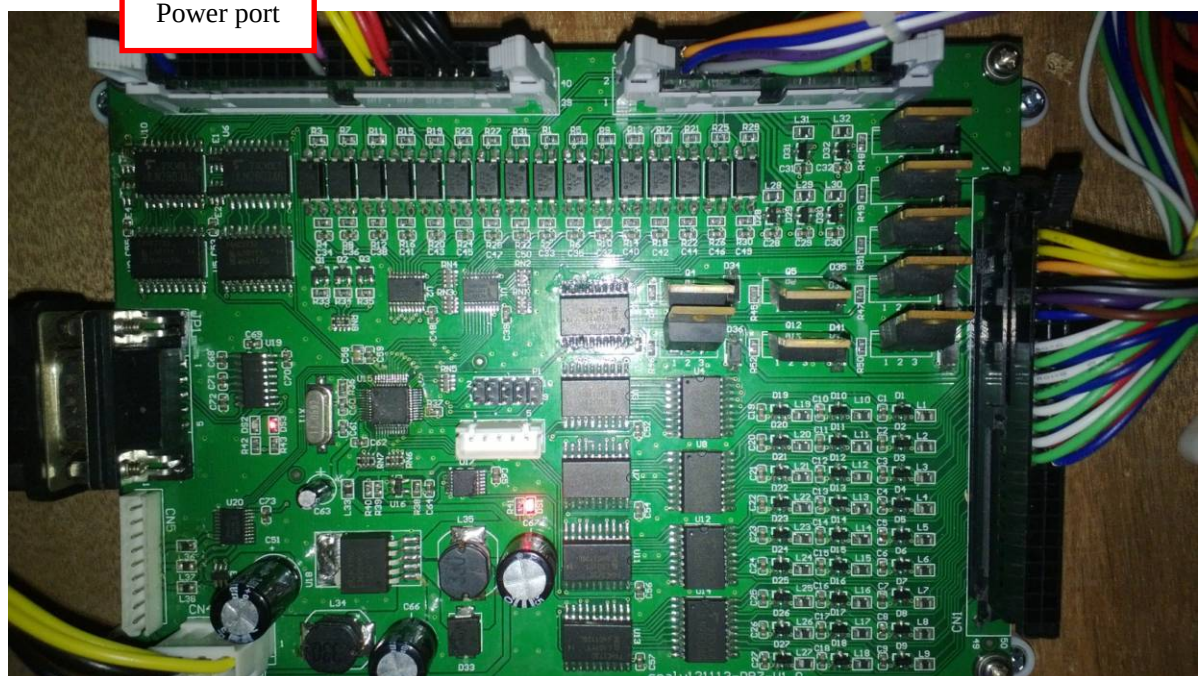
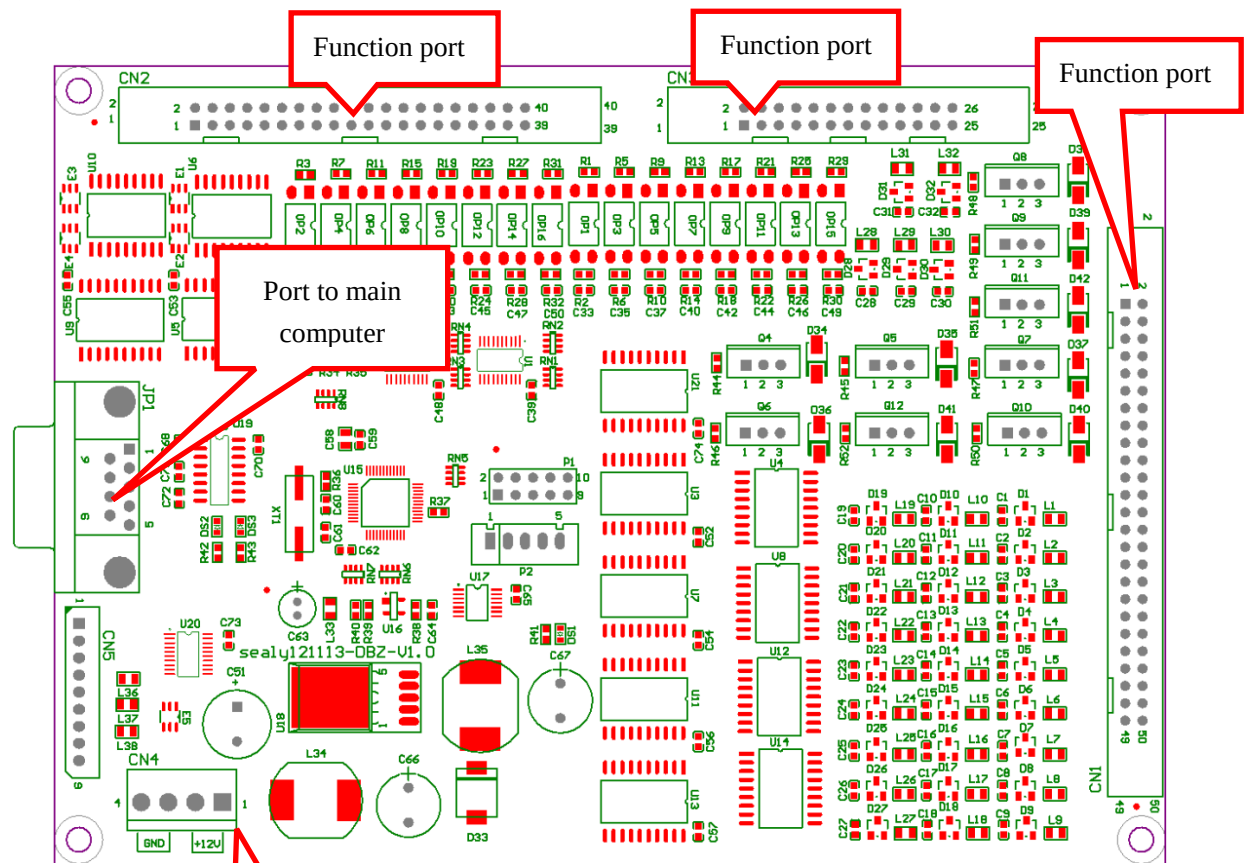


Photo of the actual expansion board

4.2.a CN1:LED Output Control Connection (Pin header connector 50P-2.54-Pin)

1、+12V	2、+12V	27、+12V	28、Right pedal light R
3、+12V	4、+12V	29、Right pedal light G	30、Right pedal light B
5、Internal mono light rod	6、+12V	31、+12V	32、Reserved output
7、Effect fan 1	8、Effect fan 2	33、Reserved output	34、Reserved output
9、Effect fan 3	10、Effect fan 4	35、+12V	36、Reserved output
11、Wind blower, connect to IO board	12、	37、Reserved output	38、Reserved output
13、Vibration device 1, connect to vibration driver board	14、Vibration device 2, connect to vibration driver board	39、+12V	40、Reserved output
15、+12V	16、Left side red light strip R	41、Reserved output	42、Reserved output
17、Left side red light strip G	18、Left side red light strip B	43、+12V	44、Reserved output
19、+12V	20、Right side red light strip R	45、Reserved output	46、Reserved output
21、Right side red light strip G	22、Right side red light strip B	47、+12V	48、Reserved output
23、+12V	24、Left pedal lightR	49、Reserved output	50、Reserved output
25、Left pedal light G	26、Left pedal light B		

4.2.b CN2: Input Output Function Connection (Pin header connector 40P-2.54-Pin), 3-set motor control signal (1-12) plus shielded ground

1、	2、	21、	22、
3、	4	23、	24、
5	6	25、+12V	26、+12V
7	8	27、+5V	28、+5V
9	10	29、+5V	30、+5V
11	12	31、+5V	32、+5V
13	14	33、GND	34、GND
15	16	35、GND	36、GND
17、	18	37、GND	38、GND
19、Internal reserved key 1	20、Internal reserved key 2	39、GND	40、GND

4.2.c CN3: Input Output Function Connection (pin header connector 26P-2.54-pin)

1、Foot pedal 1	2、Foot pedal 2
3、2D switch	4、Background settings key 1
5、Background settings key 2	6、Background settings key 3
7、Coin signal input 1	8、Coin signal input 1
9、	10、
11、2D switch light	12、Redeem output 1
13、GND	14、Redeem output 2
15、+12V	16、Redeem input 1
17、+12V	18、Redeem input 2
19、+12V	20、GND
21、+12V	22、GND
23、+12V	24、GND
25、+12V	26、GND

4.2.d CN4: Power Connection (A3963WV2-4P)

1、+12V	2、+12V	3、GND	4、GND
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4.2.e CN5: Reserved for future use (no connection)

4.3 Vibration device driver board

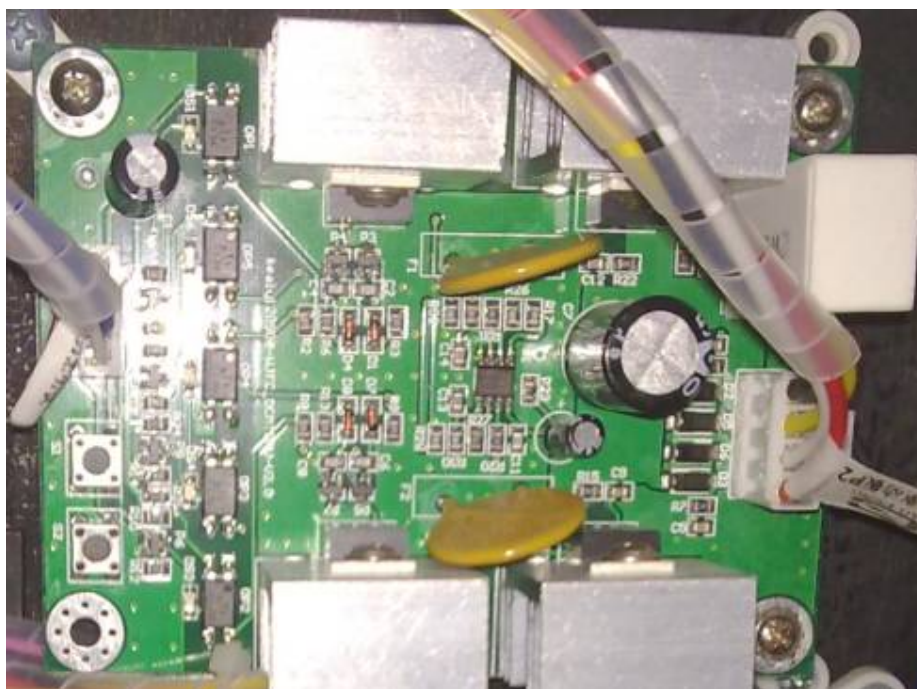
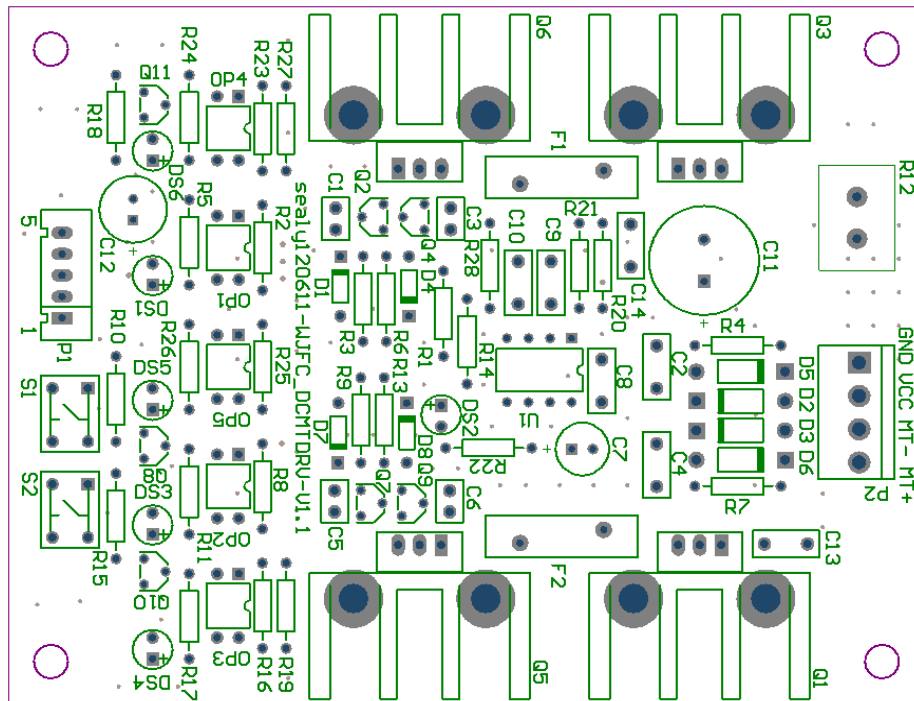


Photo of actual connection of driver board

4.3.a P1: Main control board vibration signal+ Main output power control (2,3 pins not used)

1.Vibration input+	2.	3.	4.+12V	5.GND
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4.3.b P2: Driver board Input power (single 12V power source) + vibration device driver output

1.GND	2.+12V	3.motor negative output	4. Motor positive output
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4.4 Blower driver board

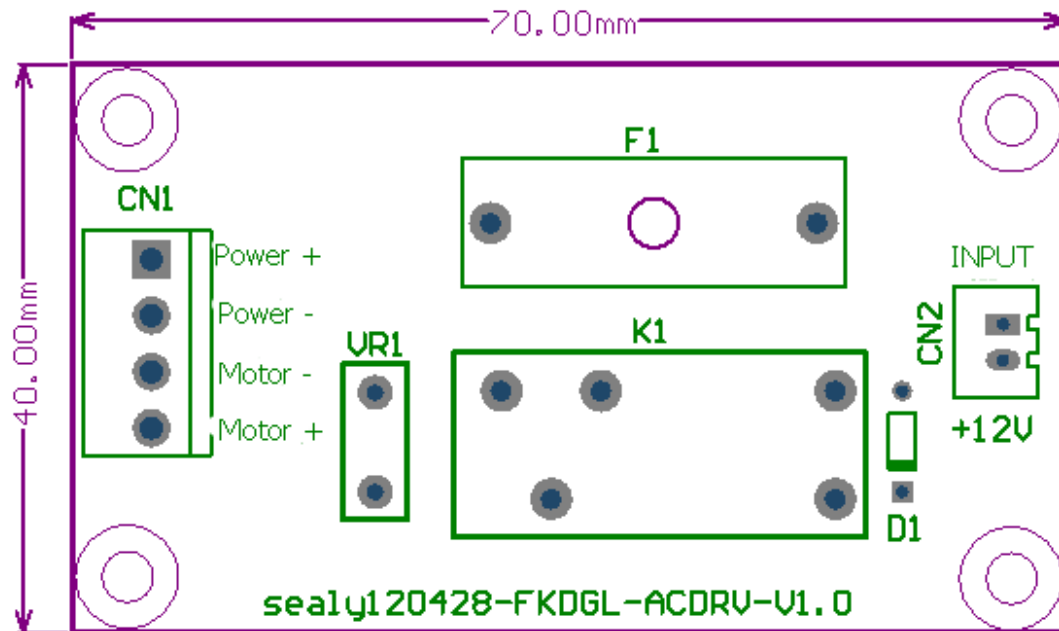


Photo of actual blower driver board

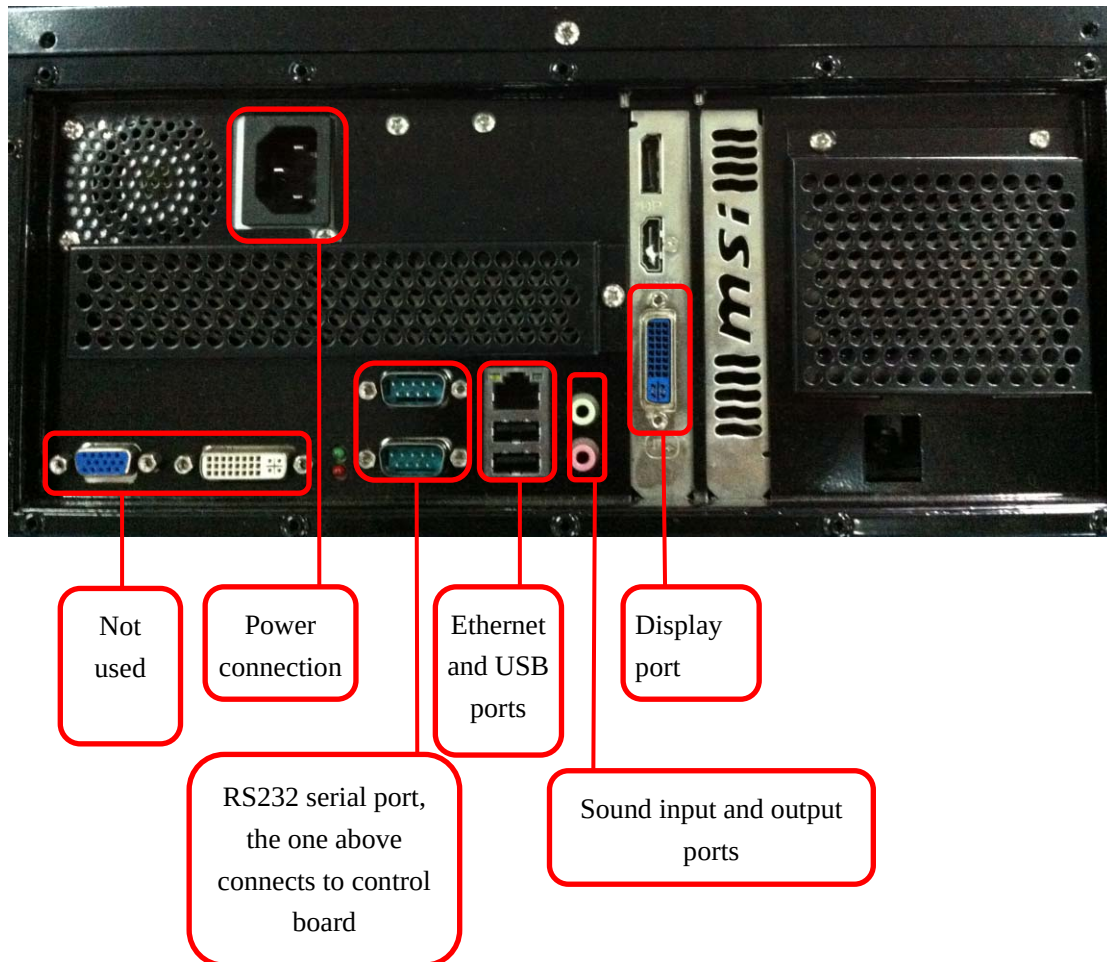
4.4.a CN1: Motol connection(A3963WV2-4P)

1、 Power input+	2、 Power input -	3、 Motor-	4、 Motor+
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4.4.b CN2: Input control connection (A2501WV2-2P)

1、 Blower input control signal	2、 +12V
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4.5 H61Computer host connections:



5. Unit Installation

Game machine structure and parts illustrated in picture below:

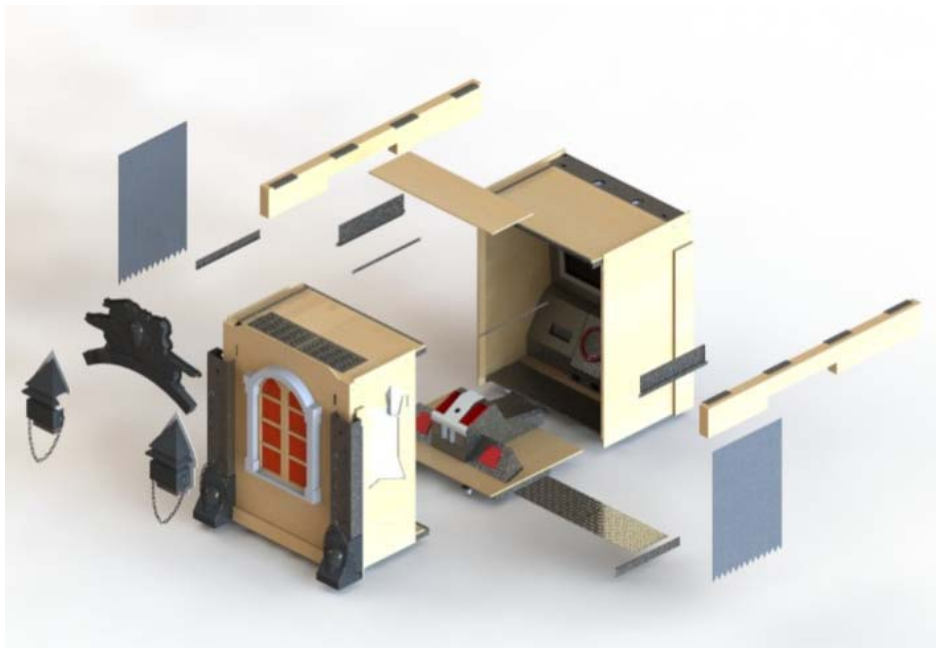


Figure 5.1 Machine broken down structure picture

The assemble process is composed of 7 steps, please follow the instructions below.

1) First step

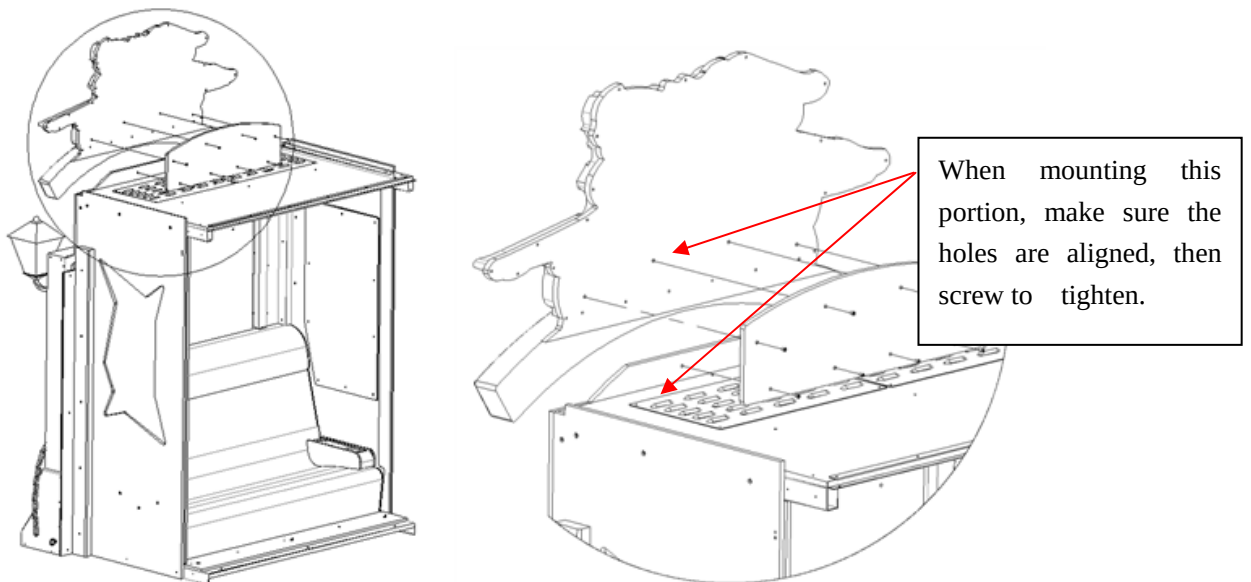


Figure 5.2

2) Step 2

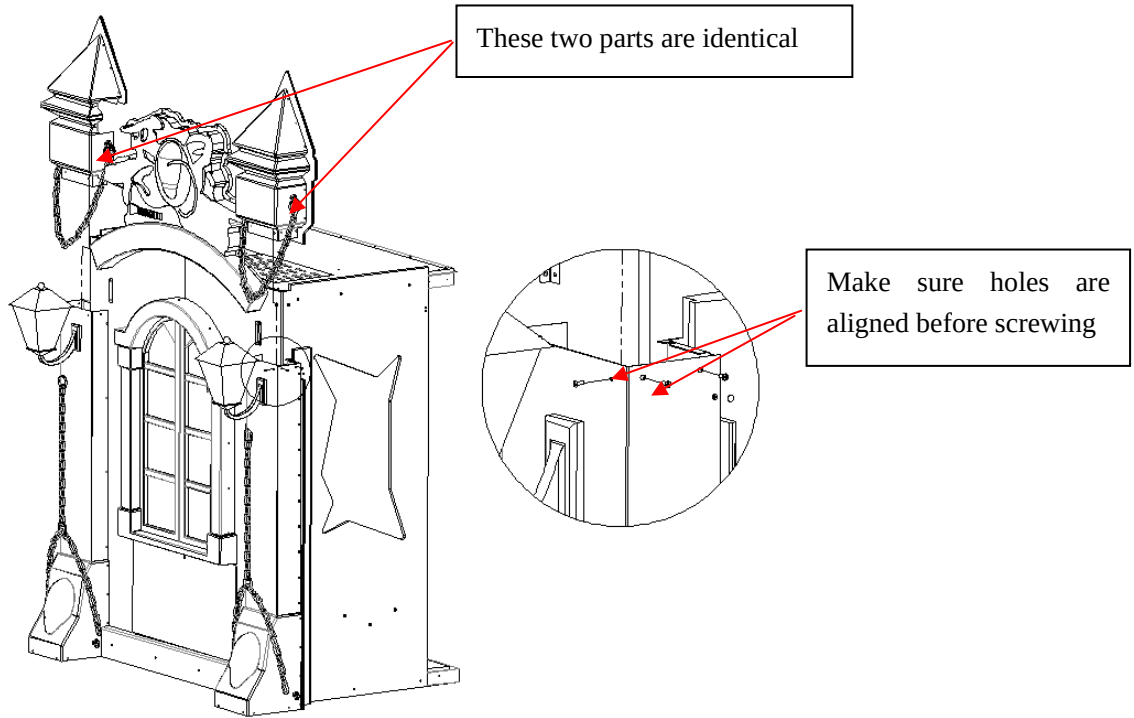


Figure 5.3

3) Step 3

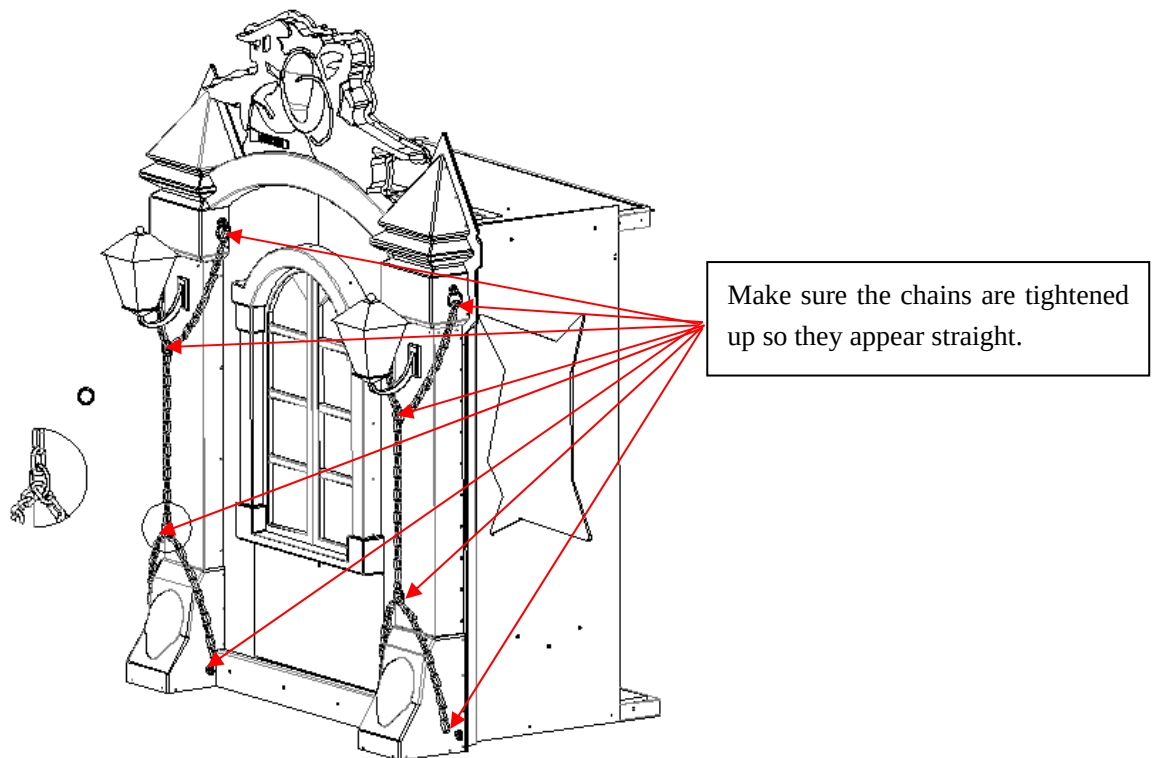


图 5.4

4) Step 4

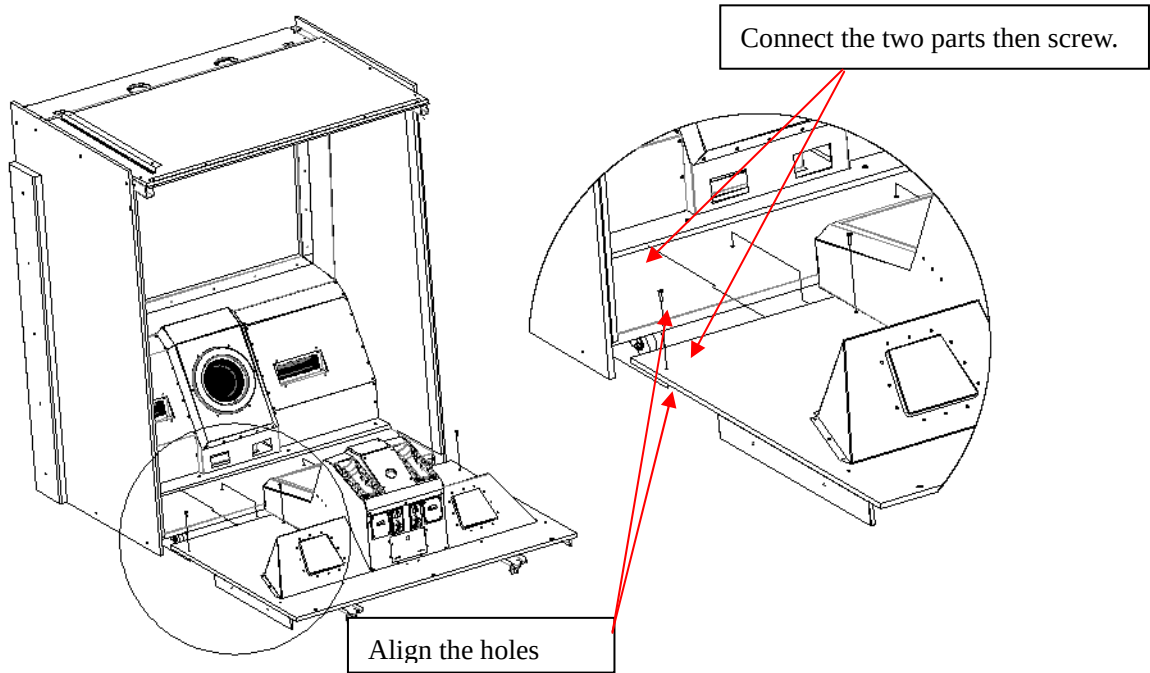


Figure 5.5

5) Step 5

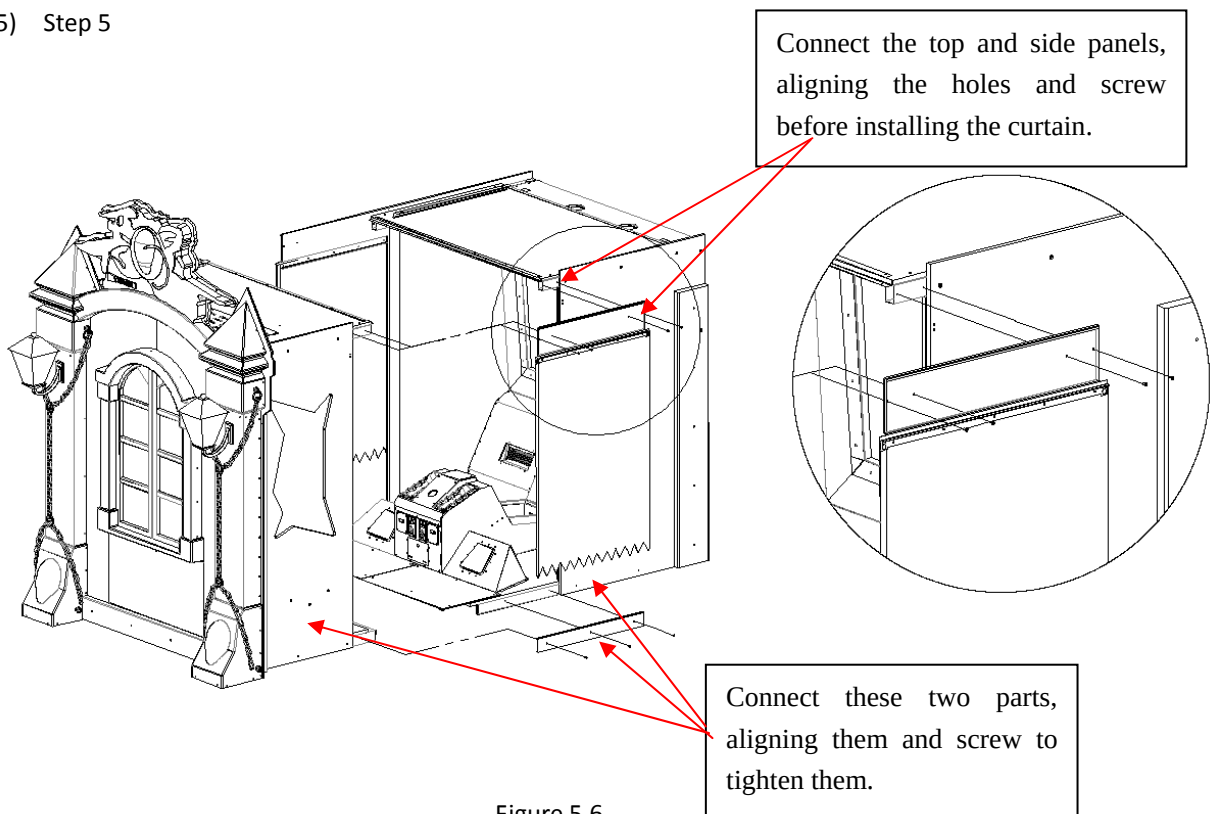


Figure 5.6

6) Step 6

After the two major parts are connected, install the middle board and foot board.

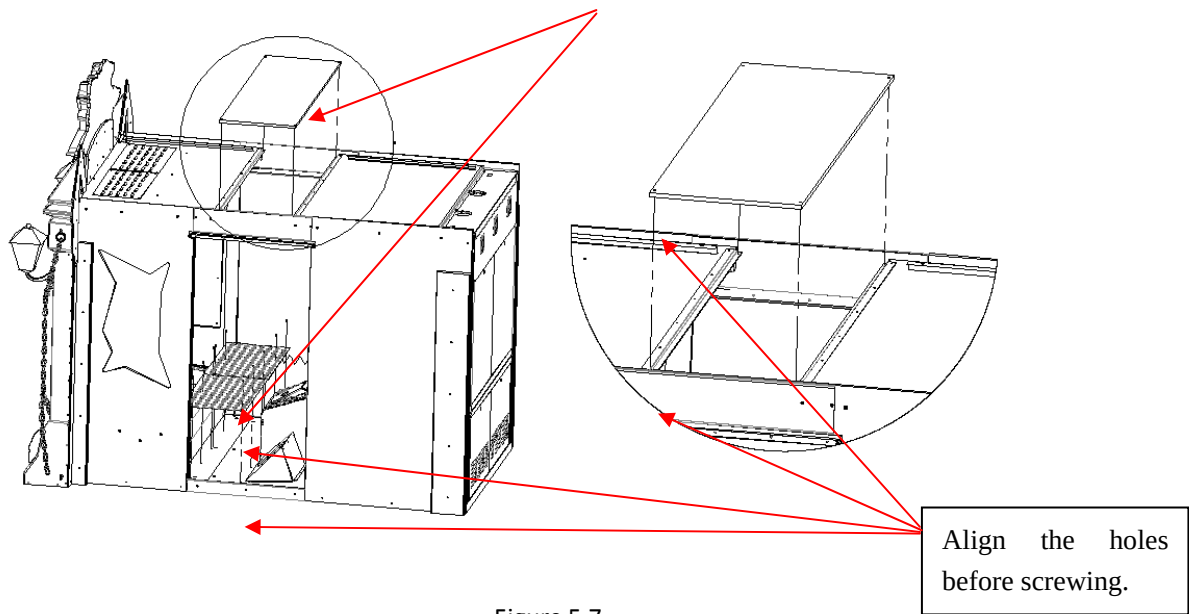


Figure 5.7

7) Step 7

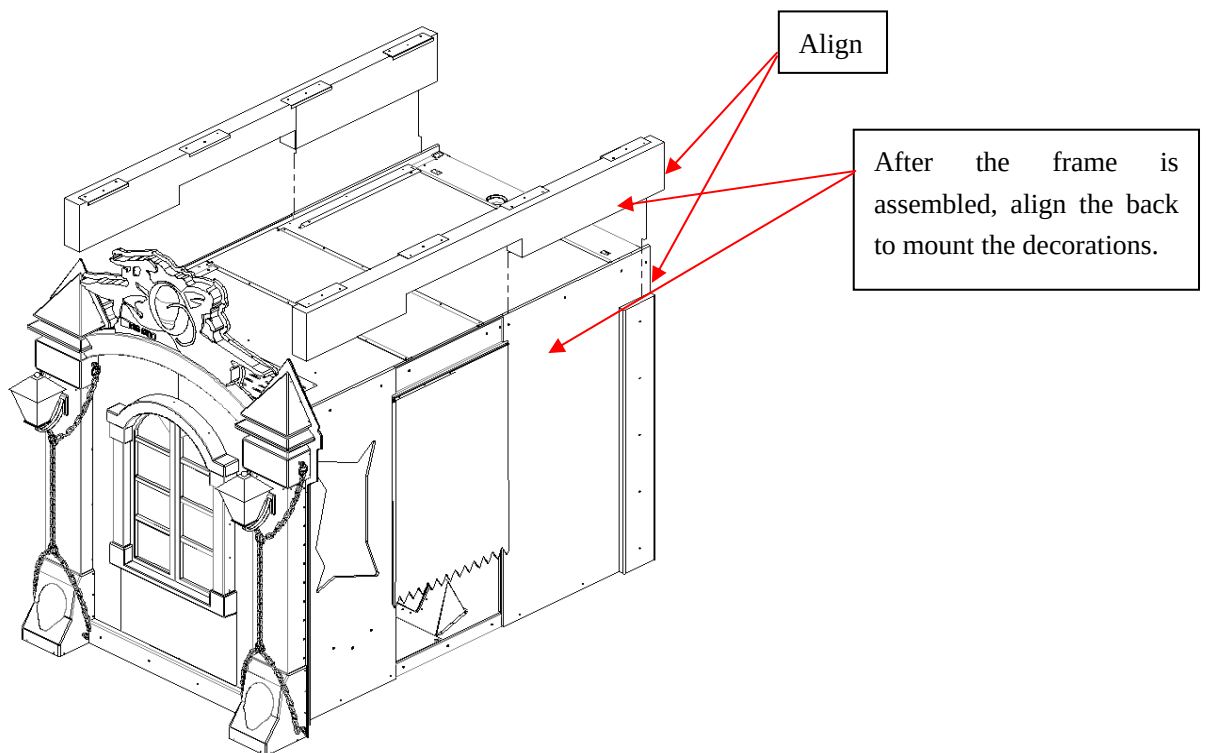


Figure 5.3

6. User Settings Guide

This section talks about how to set the Flashlight of the Evil game parameters. Please read the following section carefully if you are using the product for the first time. It describes each settings option in detail, and helps the user familiarize with the unit and understand the effects of each one of them.

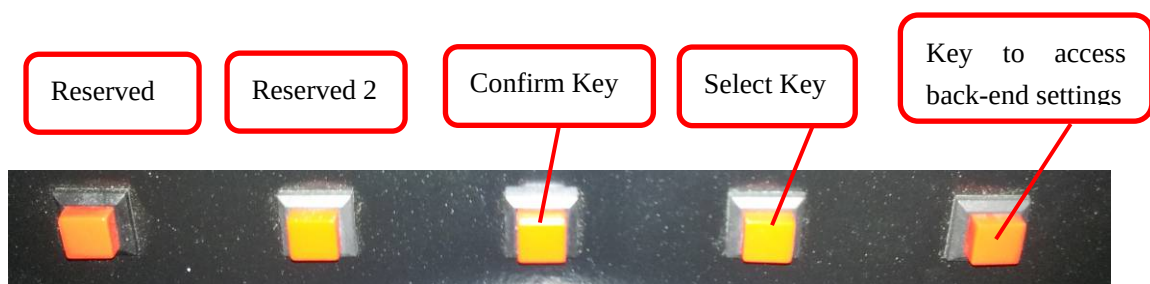
6.1 Accessing the back end:

Only the management personnel can access the back end compartment, which is through the door that houses the coin acceptor (figure 1.1 below), it is locked and can be opened with the key provided.



Figure 1.1

After you opened the door, press the right-most red button to access the back-end settings menu. The two left-most are not used, each key's function is described on the picture 1.2 below.



6.2. Getting into the Settings Menu

When the game is loaded, press the back-end settings key to access the Settings menu.

The back-end settings interface contains 5 options: Testing, Audit, Settings, Password and Exit, as illustrated by the following picture.



Figure 6.1 Backend Settings Menu

6.3 Background Setup Interface Description

6.3.A. The Test option includes the test of the gun and the control panel, illustration below:

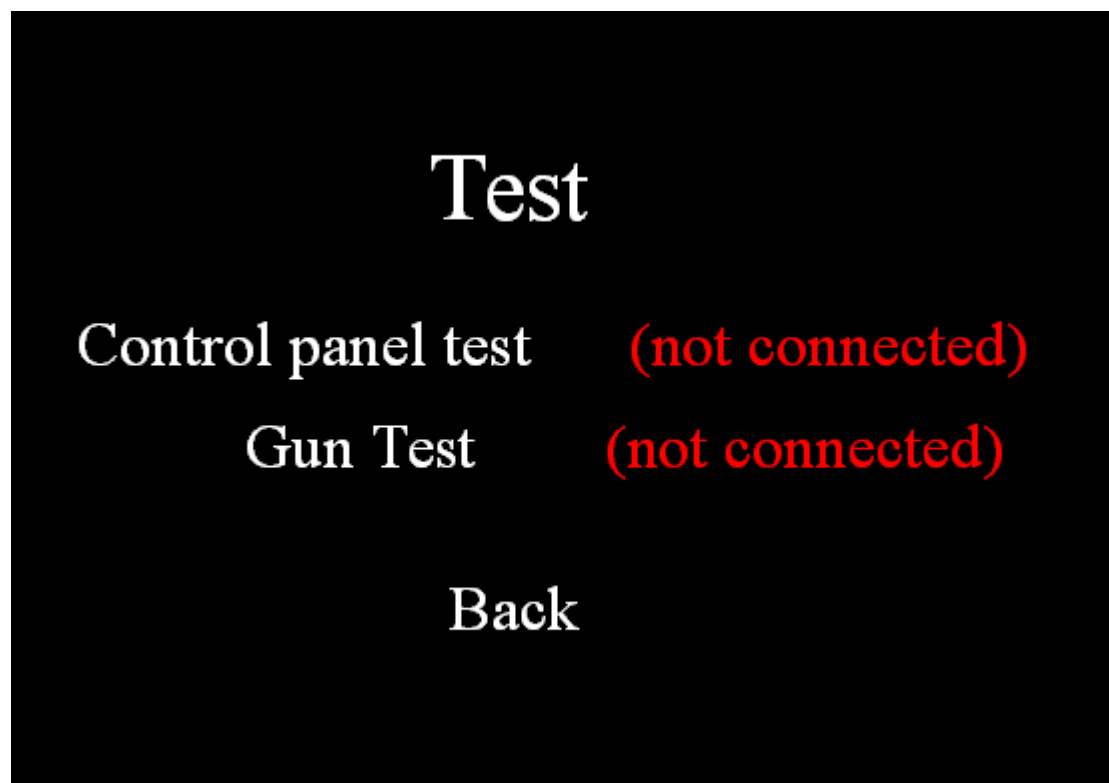


Figure6.2 Peripheral input output test page

When the gun and control panel are properly connected the display will show “connected”, otherwise showing “not linked”. The test cannot be done if hardware is not connected.

The test of the control board includes testing the lights, fans, vibration seat and keys (figure 6.3):

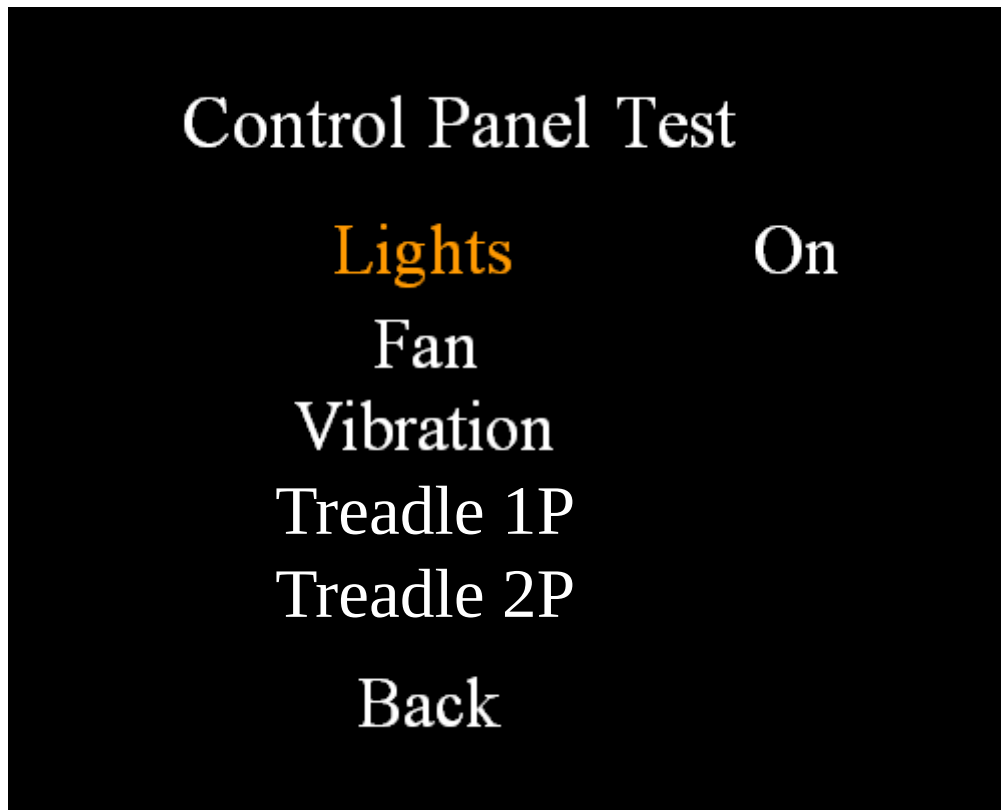


Figure 6.3 Control Board Testing page

Lights: during the test, the ON/OFF indication will change, ON meaning the device is on and OFF meaning the device is off.

Fan: during the test, the ON/OFF indication will change, ON meaning the device is on and OFF meaning the device is off.

Vibration: during the test, the ON/OFF indication will change, ON meaning the device is on and OFF meaning the device is off.

Treadle 1P: during the test, the RELEASED/PRESSED indication will change, RELEASED meaning the device is not pushed, PRESSED meaning it is pushed.

Treadle 2P: during the test, the RELEASED/PRESSED indication will change, RELEASED meaning the device is not pushed, PRESSED meaning it is pushed.

The test of the gun includes testing and calibration of the gun, interface as below (figure 6.4):

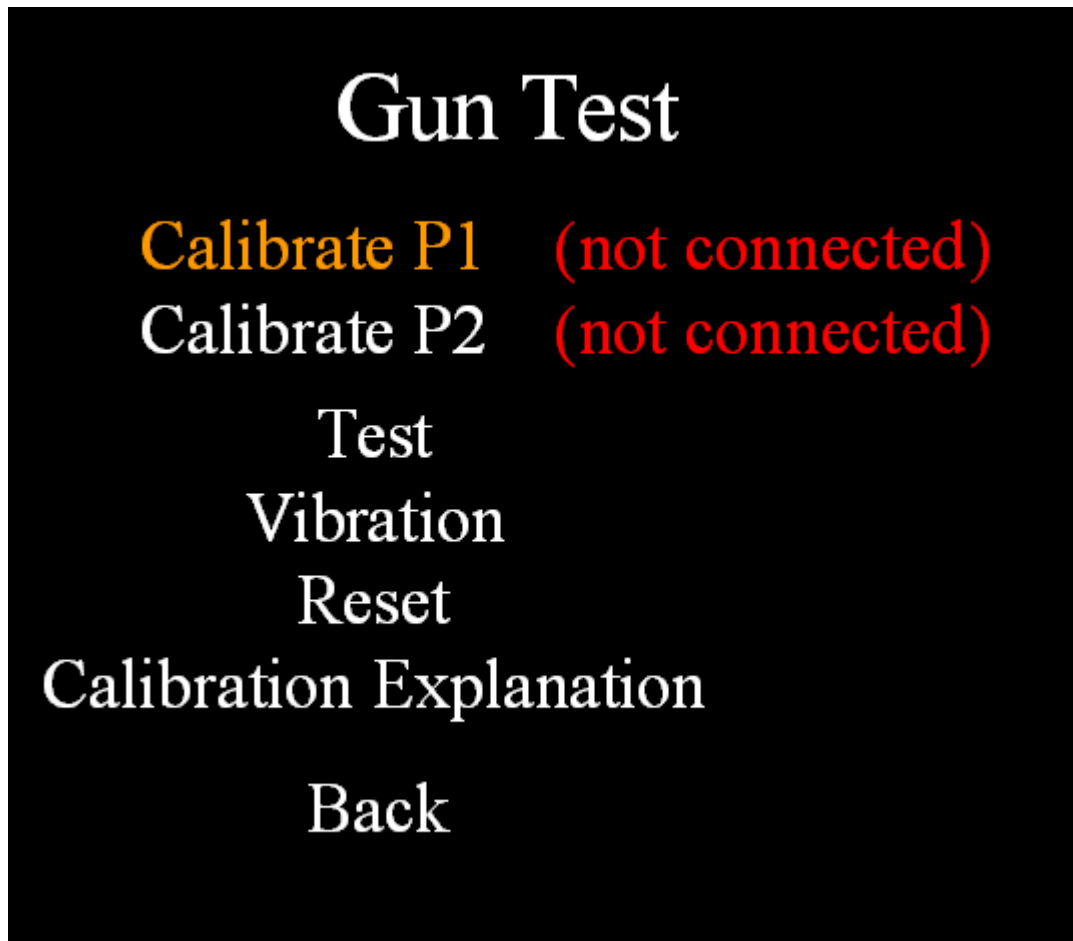


Figure 6.4 Gun Testing page

Calibrate P1: during the test, the Connected/not connected indication will change, Connected meaning the device is properly connected and not connected meaning the connection failed.

Calibrate P2: during the test, the Connected/not connected indication will change, Connected meaning the device is properly connected and not connected meaning the connection failed.

Test: when selected, the screen would display the operation details of the two guns.

Vibration: during the test, the ON/OFF indication will change, ON meaning the vibration is on and OFF meaning the vibration is off.

Reset: during the test, the Reset Success/Reset Failed indication will appear, Reset Success meaning the gun calibration is set to default values, Reset Failed means the resetting failed and the current calibration values are still being applied.

Calibration Explanation: will show the instructions for calibration.

Common errors:

Common errors	Causes	Solutions
No reaction when key is pressed	1. Key is damaged 2. Cable not well connected	1. Replace key 2. Reconnect cable
Guns for P1,P2 are inverted	1. Wrong wiring	1. Reconnect cables
Crosshair is not accurate	1. Hardware not calibrated 2. Sensor mounting or wiring error 3. Damaged hardware	1. Recalibrate 2. Inspect mounting and wiring of the sensor 3. Replace hardware

6.3.B Access the Audit page to check the operating revenue details:

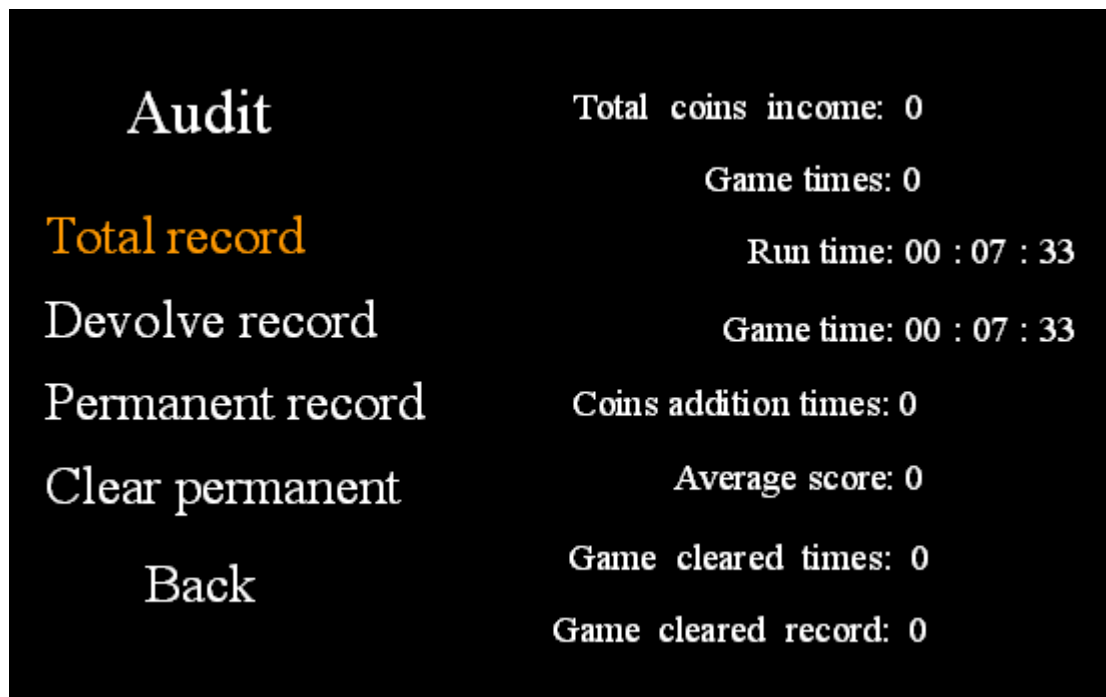


Figure 6.5 Audit page

All the game records saved, including: total coins income, game times, run time, game time, coins addition times, average score, game cleared times, game cleared record.

Accessing the Devolve (shift) record page, illustration below (figure 6.6):



Figure 6.6 Devolve record page

Records of the previous and current business operation shifts, convenient for shift change analysis.

Holding the confirm button for 3 seconds will transfer the current record data to the prior record, clearing the current record at the same time.

Accessing the Permanent page, illustrated by figure 6.7 below:



Figure 6.7

The permanent records can only be deleted by using the Clear Permanent function, all other records can be cleared by restoring to the default factory settings.

Accessing the Clear permanent page, illustrated by figure 6.8 below:

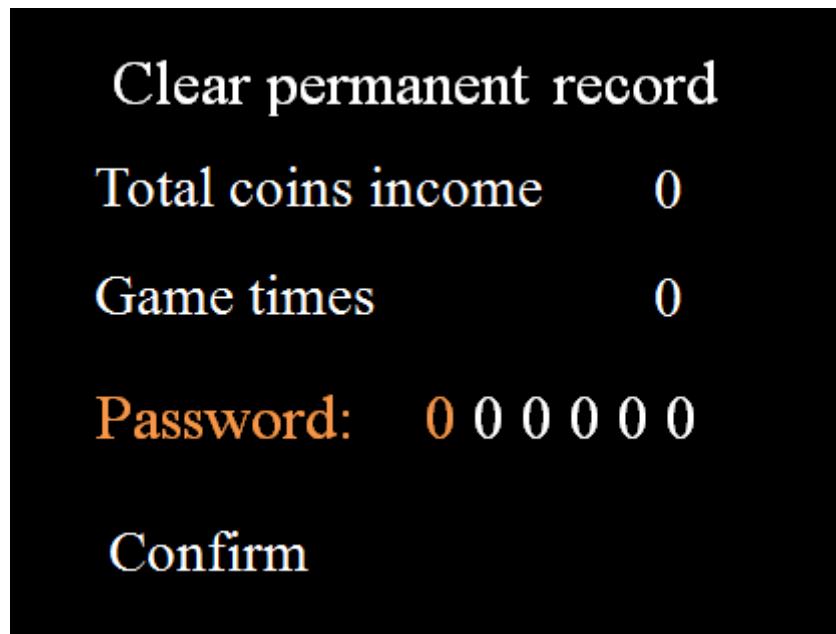


Figure 6.8

Enter the password, press confirm to clear the permanent records. If the user forgot the password, he/she can contact our client support to obtain a new password.

6.3.C Accessing the Setup page, as illustrated by figure 6.9 below:

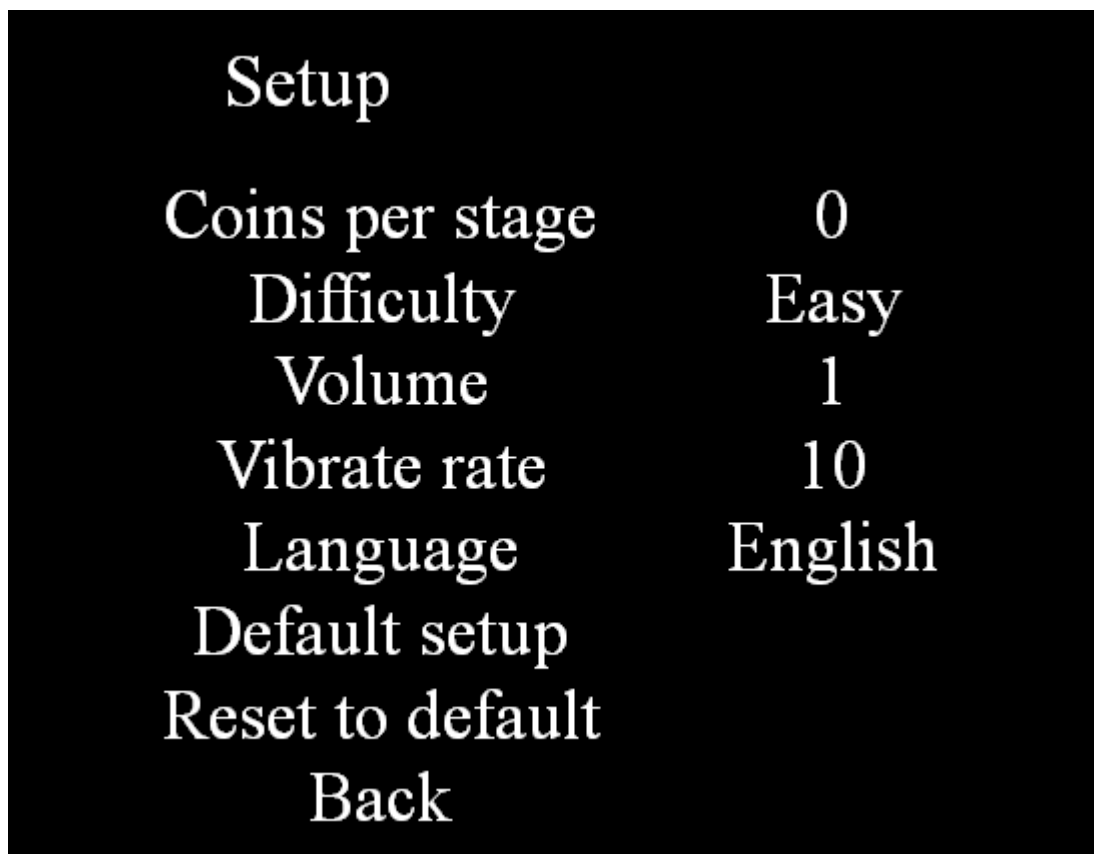


Figure 6.9 Setup page

Enter the following factory password 000000 to load the Setup page.

Coins per stage: sets the number of coins required to start the game, also for continuing the game.
Range 0 to 9.

Difficulty: sets the difficulty level of the game, broken down in 3: easy, normal, hard.

Sound volume: sets the sound volume, range 0 to 10, the higher the value the louder.

Vibrate rate: sets the vibration frequency of the seat, range 0 to 120, default is 50.

Language: sets the language of the game, includes Chinese and English.

Default setup: jumps to the factory setup page, the distributor number can be set if it was not done yet.

Reset to default: clears the total records, devolve records, gun calibration values will be set to default.

6.3.D Accessing the Password option allows user to change the password, illustration below (figure 6.10):

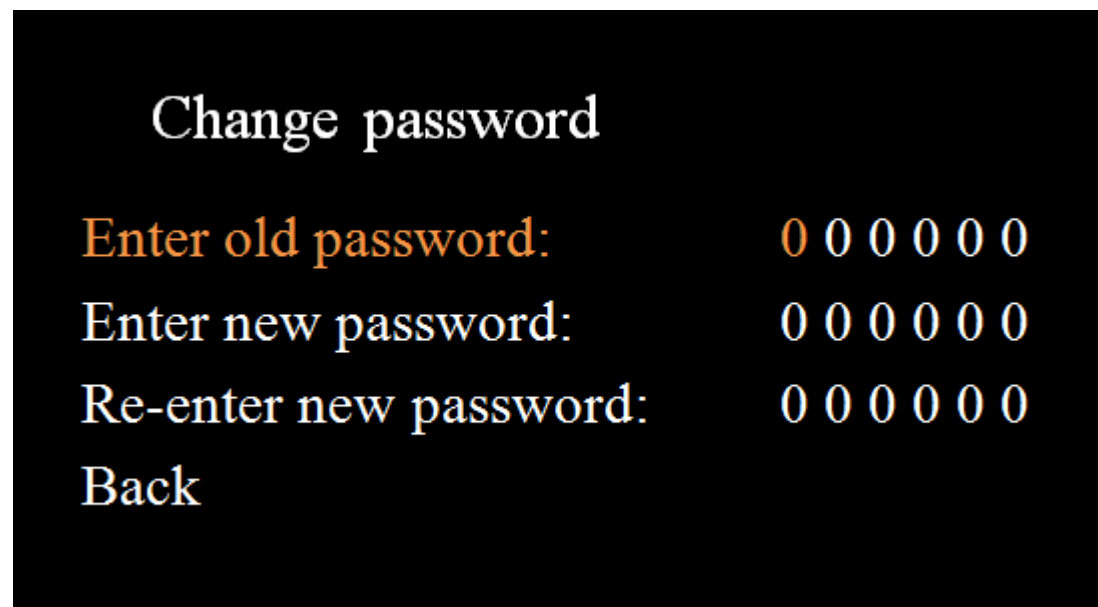


Figure 6.10

Game software update instructions:

Firstly contact client support to obtain the update patch and store it on the root location of a USB flash drive. While the unit is powered off, insert the flash drive into the USB port, then boot on the unit. Wait for the unit to boot up and reboot automatically, meaning the software has been successfully updated. Unplug the USB flash drive when update is done.

7. FAQ and Troubleshooting

This section describes the commonly observed errors and their solutions:

Common errors	Causes	Solutions
No response from computer and screen after powering on	1. Power not adequate 2. Fuse burnt 3. If display“无输入信号”(no input signal) for more than 1 minute, check HDMI connection for anomaly	1. Check power is adequate for unit use 2. Replace fuse 3. Verify 220VAC power is functional, switch is on, and make sure signal cable is well connected
Power on, sound functional, but no image and no message“无输入信号” displayed	1. No power to the monitor 2. Video signal cable not connected 3. Monitor driver board broken	1. Check power connection to the monitor 2. Check the video signal cable connection between monitor and computer 3. Replace monitor driver board
No 3D effect	1. Monitor driver error	2. Adjust with remote controller or contact client support to get a new monitor driver program as replacement
There is image but no sound	1. Volume is set to minimum 2. Broken speakers 3. Audio cable not connected 4. Power supply to amplifier not connected 5. Broken amplifier	1. Adjust the volume to optimal level 2. Replace broken speakers 3. Check audio cable is connected between computer and amplifier 4. Check power cable to amplifier 5. Replace broken amplifier
No response after inserting coin	1. Coin did not get accepted 2. Free game set 3. Not recognized coin inserted 4. Broken coin acceptor 5. Loose coin acceptor wire 6. No 12V DC current into the coin acceptor	1. Re-insert a new coin 2. Change the setting 3. Replace the reference coin in the coin acceptor 4. Replace coin acceptor 5. Reconnect 6. Reconnect
Unable to access background settings with Settings key	1. Computer and IO board not connected 2. Wrong wiring to the IO board 3. Wrong wiring to the settings key	1. Check the IO board port is connected to host computer 2. Check the connection to the IO board is correct
Lights, fans or vibration seat do not respond	1. Wrong wiring to IO board 2. Broken hardware	1. Check connection to IO board is correct 2. Check if hardware is damaged
2/3D switch, 1p pedal or 2p pedal do not respond	1. No serial connection between IO board and host computer 2. Wrong IO board wiring 3. Broken or dysfunctional hardware	1. Check IO board is properly connected to host computer 2. Make sure IO board wiring are correct 3. Check for broken hardware

(Table 7.1)

8. Instructions for Game Auto Update

Perform the automatic game software update with a USB flash drive.

Steps and key notes:

1. Prior to doing the update, make sure the file on the flash drive is named update.xli, and is stored on the root location;

2. When the game is running, plug the flash drive to the host computer USB port (you will need to unplug one of the current connection);

If the game automatically stopped and rebooted the computer, it means the update was successful, at that moment unplug the flash drive, update is done. If the update failed, repeat the steps above.